

JAVA.LANG.SYSTEM CLASS

http://www.tutorialspoint.com/java/lang/java_lang_system.htm

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Introduction

The **java.lang.System** class contains several useful class fields and methods. It cannot be instantiated. Facilities provided by System:

- standard output
- error output streams
- standard input and access to externally defined properties and environment variables.
- A utility method for quickly copying a portion of an array.
- a means of loading files and libraries

Class declaration

Following is the declaration for **java.lang.System** class:

```
public final class System
    extends Object
```

Field

Following are the fields for **java.lang.System** class:

- **static PrintStream err** -- This is the "standard" error output stream.
- **static InputStream in** -- This is the "standard" input stream.
- **static PrintStream out** -- This is the "standard" output stream.

Class methods

S.N.	Method & Description
1	<u>static void arraycopy(Object src, int srcPos, Object dest, int destPos, int length)</u> This method copies an array from the specified source array, beginning at the specified position, to the specified position of the destination array.
2	<u>static String clearProperty(String key)</u> This method removes the system property indicated by the specified key.
3	<u>static Console console()</u> This method returns the unique Console object associated with the current Java virtual machine, if any.
4	<u>static long currentTimeMillis()</u> This method returns the current time in milliseconds.
5	<u>static void exit(int status)</u>

	This method terminates the currently running Java Virtual Machine.
6	<u>static void gc()</u> This method runs the garbage collector.
7	<u>static Map<String,String> getenv()</u> This method returns an unmodifiable string map view of the current system environment.
8	<u>static String getenv(String name)</u> This method gets the value of the specified environment variable.
9	<u>static Properties getProperties()</u> This method determines the current system properties.
10	<u>static String getProperty(String key)</u> This method gets the system property indicated by the specified key.
11	<u>static String getProperty(String key, String def)</u> This method gets the system property indicated by the specified key.
12	<u>static SecurityManager getSecurityManager()</u> This method gets the system security interface.
13	<u>static int identityHashCode(Object x)</u> This method returns the same hash code for the given object as would be returned by the default method hashCode(), whether or not the given object's class overrides hashCode().
14	<u>static Channel inheritedChannel()</u> This method returns the channel inherited from the entity that created this Java virtual machine.
15	<u>static void load(String filename)</u> This method loads a code file with the specified filename from the local file system as a dynamic library.
16	<u>static void loadLibrary(String libname)</u> This method loads the system library specified by the libname argument.
17	<u>static String mapLibraryName(String libname)</u> This method maps a library name into a platform-specific string representing a native library.
18	<u>static long nanoTime()</u> This method returns the current value of the most precise available system timer, in nanoseconds.
19	<u>static void runFinalization()</u> This method runs the finalization methods of any objects pending finalization.
20	<u>static void setErr(PrintStream err)</u> This method reassigns the "standard" error output stream.
21	<u>static void setIn(InputStream in)</u> This method reassigns the "standard" input stream.
22	<u>static void setOut(PrintStream out)</u> This method reassigns the "standard" output stream.
23	<u>static void setProperties(Properties props)</u> This method sets the system properties to the Properties argument.

24	<u>static String setProperty(String key, String value)</u> This method sets the system property indicated by the specified key.
25	<u>static void setSecurityManager(SecurityManager s)</u> This method sets the System security.

Methods inherited

This class inherits methods from the following classes:

- java.lang.Object